BIONOID

Bionoids are chitinous, bipedal humanoid insects with a glowing circular gem in the centre of their forehead. Though their appearance strikes fear in those who view them, their demeanour belies their looks.

Discarded. Bionoids were originally created by Astral Elves to be used as powerful frontline soldiers in their wars with the Orcish and Goblinoid kingdoms. They were first fashioned using advanced forms of flesh warping magic and lost arcane secrets that very few living beings are aware of. Each one of them started as a willing Elf who underwent numerous transformative rituals until their body was no longer recognizable. They grew to be ten feet tall, their eyes bulged into insect-like

compound nerves, they grew scythe-like blades of bone and their skin hardened and became chitinous. All of these features made them perfect killing machines, however, once their duty was done, the very people they had sought to protect discarded them. When peace had finally come to the Astral Elf people, they banished the bionoids to live out their days somewhere far away from Elf society.

Resolute Warriors. Despite their treatment at the hands of their former kin, bionoids have not allowed themselves to give in to despair and hatred. They live relatively peaceful lives in small colonies that dot the multiverse. They have no unified home of which to speak, so instead they make themselves at home in all manner of places. While their appearance might be jarring at first, most communities eventually welcome neighbouring bionoid settlements as they are often both peaceful allies and capable defenders if trouble should appear. While bionoids largely don't wish for warfare, they do still maintain a warrior culture. They train in combat both as a way to protect themselves, and achieve tranquillity over both body and mind. As beings engineered for warfare, they find this helps them control the power they have been granted.

Weird Eggs. Bionoids reproduce in a highly peculiar way. Fully mature bionoid eggs are disc-shaped objects roughly six inches in diameter. They're rigid, dark green in colour, and covered in a thin layer of mucus. In the centre of each egg is the crystalline gem that will eventually find itself in the forehead of the fully grown bionoid. When another living creature touches the egg, it reacts and latches itself onto them, forming a shell around the creature's body. This shell is the bionoid. Once the bionoid has reached the first stage of maturity, usually after about six months, the creature separates itself from the host and begins life as an independent creature. During the time the egg is attached to the host, the bionoid has full control of the creature, though it may choose to relinquish control if it wants. While attached to the host, the two creatures also share a telepathic link and are able to communicate with one another at any time. If the host dies before the bionoid separates itself, the bionoid will revert back to its egg form. This process is typically harmless for the host being, if not unpleasant.

Bionoid

Large Humanoid, Typically Neutral

Armour Class - 17 (natural armor)
Hit Points - 153 (18d10 + 54)
Speed - 40 ft.

STR 18 (+4)
DEX 15 (+2)
CON 16 (+3)
INT 16 (+3)
WIS 14 (+2)
CHA 10 (+0)

Damage Resistances fire
Senses passive Perception 12
Languages Common, Elvish
Challenge 6 (2,300 XP)

Proficiency Bonus +3

Traits

Crystalline Eye.
All bionoids have a crystalline eye in the centre of their forehead. If the bionoid is reduced to 0 hit points, this crystal eye traps its soul and essence inside of the gem. If the crystalline gem is not destroyed, after 24 hours the bionoid will regenerate around it in a process that takes one round. While not embedded in the bionoid's head, the gem has an AC of 5 and 20 hit points.

Powerful Legs.
The bionoid can jump up to 10 feet in the air from a standing position, and up to 20 feet if it moves at least 10 feet on the ground before the jump. When the bionoid jumps, it can make a stomp attack against a target in any space adjacent to where it lands by using a bonus action.

Actions

Multiattack.
The bionoid makes two slash attacks.

Slash.
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.
Hit: 9 (1d10 + 4) slashing damage.

Stomp.
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.
Hit: 13 (2d8 + 4) piercing damage.

Incineration Membrane (1/Day).
The bionoid's chest plates peel back to reveal a magically charged organ which unleashes a 30-foot cone of burning energy. All creatures in the area take 38 (11d6) fire damage, or half as much on a successful DC 14 Dexterity Saving Throw. The bionoid then takes 10 (3d6) force damage as a result of the toll this attack takes on its body.